

**Empire Sportsmen's Association
5801 North McHenry
Modesto, CA. 95356**

Types of Cards Used:

- Double Hand Poker

Standard 52 card deck plus one joker (one deck)

- Texas Hold'em

Standard 52 card deck (one deck)

- Split Games

Tahoe Pineapple Hi Low Split
Standard 52 card deck (one deck)

Omaha Hi-Low Split
Standard 52 card deck (one deck)

- Low Ball Poker

Standard 52 card deck (one deck)

- 21st Century Black Jack

Six standard decks plus six jokers for a total of 318 cards

FEE COLLECTIONS:

- Double Hand Poker:

Limits: \$10.00 - \$200.00 per square

Collection Fees:

\$10.00 - \$100.00 - \$1.00
\$105.00 - \$200.00 - \$2.00

Maximum bet per square \$200.00. Maximum bet per seat \$2000.00. Fee collection is

taken before hands are pushed.

- Texas Hold'em:

Limits: \$2.00 - \$4.00
 \$3.00 - \$6.00
 \$4.00 - \$8.00
 \$6.00 - \$12.00
 \$10.00 - \$20.00
 \$15.00 - \$30.00

Collection for all limit Hold'em games are \$4.00 per hand. If five or fewer players are seated at table, collection is \$3.00 for all limit Hold'em games per hand. Fee collections are taken from the middle blind before cards are dealt.

- Split Games:

Tahoe Pineapple Hi Low Split

Limits: \$3.00 - \$6.00

Collection for split games is \$4.00 per hand. If five or fewer players are seated at table, collection is \$3.00 per hand. Fee collections are taken from the middle blind before cards are dealt.

Omaha Hi - Low Split

Limits: \$4.00 - \$8.00

Collection for split games is \$4.00 per hand. If five or fewer players are seated at the table, collection is \$3.00 per hand. Fee collections are taken from the middle blind before cards are dealt.

- Low Ball Poker:

Limit: \$20.00

Collection is \$3.00 per hand. If five or fewer players are seated at table, collection is \$2.00 per hand. Fee collections are taken from the middle blind before cards are dealt.

- Pai Gow Tiles:

Limits: \$10.00 - \$300.00 per spot

Collection is: \$10.00 - \$100.00 - \$1.00
\$105.00 - \$200.00 - \$2.00
\$205.00 - \$300.00 - \$3.00

- 21st Century Black Jack:

Limits: \$5.00 - \$500.00 per spot

Collection is: \$5.00 - \$50.00 - \$.50
\$51.00 - \$100.00 - \$1.00

Maximum bet per circle is \$500.00. Maximum bet per seat \$1000.00. Fee collections are taken before cards are dealt.

9's Up

Nine's Up is played with a "stripped" standard 52-card deck. The Jokers, Kings, Queens, and Jacks are removed, leaving 40 cards.

The object of the game is to form (2) hands with higher value than the other players.

Each player is dealt four down cards from which they form two hands, a two-card front and a two card back hand. The back two-card hand must be of a higher ranking than the front two-card hand.

Each player tries to make their best two card hand, trying to get either pairs or hands that the total points on the cards equal to nine (10's have "0" value). The best pair would be a pair of Aces.

When player's hands are compared to the designated player/dealers hands, both hands must be of higher ranking to win. If both are of the same or of lower ranking, the designated player/dealer wins. If one hand is lower and one higher, it is a push and neither wins.

Play rotates clockwise. Each player has the option:

1. To be the designated player/dealer for two consecutive hands;
2. For only one hand, then pass that privilege;
3. Refuse the option entirely, in which case it is offered to the next player.

The game will stop if one player tries to dominate the designated player/dealer position.

Player makes a bet.

The table limits for Nines Up are \$10.00 to \$100.00 per player's spot. Several players may wager on same spot, but total wager cannot exceed \$100.00.

The dealer deals 9 piles of down cards of 4 each, in turn, in rotation in the middle of the table.

The designated player/dealer selects which pile will be distributed to the first player (who is randomly selected in the next step). The dealer identifies the hand by placing a button marked "Action" in front of the player so designated as first player.

The designated player/dealer shakes a dice cup containing three standard dice. The sum of the dice indicates to which seat the first pile of four cards (identified in the previous step) will be distributed.

Each pile of four cards is distributed to each seat at the table.

Cards distributed to seats without a wager are collected by the dealer.

Players form two hands, a two-card front and a two card back hand.

When all players' hands have been set, the dealer exposes the designated player/dealer's hand and set it according to the designated player/dealer's instructions. For example, if the player/dealer has a 4-3 and 9-9, he will place the 4 and 3 up front and the pair of 9's in the back. His front hand totals 7 and he has a pair of 9's in the back.

Each player's hand is compared to the designated player/dealer's hand to determine the winner.

Bets are collected and paid only to the extent the designated player/dealer's money is in action.

A boxed or exposed card on the deal will be replaced by the first of the remaining four cards at the end of the deal.

A player has a foul hand if:

1. Two-card front hand is stronger than two card back hand.
2. The player does not have the correct amount of cards in either the front or back hand.

Fee Collections:

1. Fees are collected before hands are distributed to players.
2. Each player spot has three squares. Three players can bet on one hand. Maximum bet per spot is \$100.00. Collection fee is \$1.00 per square per bet. Betting limit is \$10.00 to \$100.00 per player spot. Each table has 9 player spots with 3 squares.

Ranking of hands is attached.

Ranking of Hands

PAIRS		POINTS	
#1	A - A	#11	9
#2	10 - 10	#12	8
#3	9 - 9	#13	7
#4	8 - 8	#14	6
#5	7 - 7	#15	5
#6	6 - 6	#16	4
#7	5 - 5	#17	3
#8	4 - 4	#18	2
#9	3 - 3	#19	1
#10	2 - 2	#20	0

An Ace with any cards is stronger than two cards that total the same points.

For example:

A-8 is the best 9. It will beat:

10	-	9
7	-	2
6	-	3
5	-	4

A-7 is the best 8. It will beat:

10	-	8
6	-	2
5	-	3

A-6 is the best 7. It will beat:

10	-	7
9	-	8
5	-	2
4	-	3

A-5 is the best 6. It will beat:

10	-	6
9	-	7
4	-	2

A-4 is the best 5. It will beat:

10	-	5
9	-	6
8	-	7
3	-	2

A-3 is the best 4. It will beat:

10	-	4
9	-	5
8	-	6

A-2 is the best 3. It will beat:

10	-	3
9	-	4
8	-	5
7	-	6

The best 2 is

10	-	2
9	-	3
8	-	4
7	-	5

A-10 is the best 1. It will beat

9	-	2
8	-	3
7	-	4
6	-	5

Any 2 cards that total "0" is a push. For example:

8	-	2
7	-	3
6	-	4

ROUND OF PLAY

1. No Bust-21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180 degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her. The play starts from the right of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a standard 52 card deck, with the addition of one Joker per deck for a total of 53 cards. The game can be played with a minimum of a single deck, totaling 53 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "bank" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the

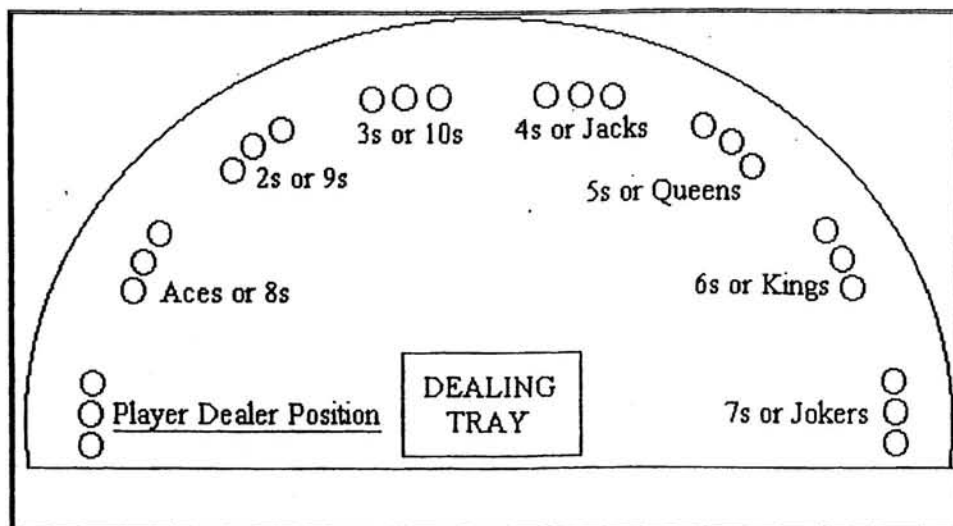
collection fees and drop them into a locked collection box affixed to the gaming table.

7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino dealer is the only person on the table to touch the cards. The players will signal to the dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's dealer first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
8. The casino dealer will deal a second face up card to the players, again starting at the player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer does not get dealt a second card until all players have been given the opportunity to be dealt additional cards to make the best possible hand. (Rules and procedures for hands that can be split, double-down, and surrendered are outlined on page 11.)
9. Players must follow the below listed charts in deciding whether to hit or stand on a particular hand.

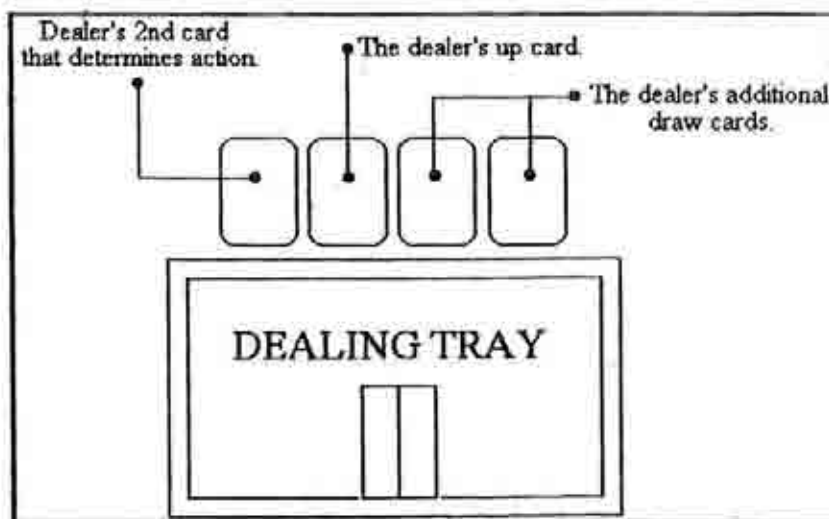
Rules for Players

Must Stand on	Must Hit on	Have Option on
		<u>12</u>
		<u>13</u>
		<u>14</u>
<u>Soft & Hard 20</u>	<u>11 or Less</u>	<u>15</u>
<u>Soft & Hard 21</u>		<u>16</u>
<u>Natural 22</u>		<u>17</u>
		<u>18</u>
		<u>19</u>

10. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the Player/Dealer will receive his/her second card. This card will determine where the "action button" will be placed.
11. The action button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The action button is placed based on its numerical value and in comparison to the players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the action button.)



12. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected players by the casino or the Player/Dealer.
14. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will be dealt the next card and the action button will be placed. Winning and losing wagers will be determined and all pay-offs made. Players have no options on their hands if this occurs.
15. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



16. The casino dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

Rules for Player/Dealer

Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected players.
18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
19. The next round of play begins once the casino dealer collects all cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural 22" (the first two cards dealt are Jokers) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural 22", the hand is a push or tie, and no action is taken on the wager.
2. The second best hand is a Joker (wild card) with any other card.
3. If a player's total is less than a "Natural 22" and the Player/Dealer's total is more than a "Natural 22", the player wins the hand.
4. If a player's total is less than a "Natural 22" and the Player/Dealer's hand is less than a "Natural 22", the hand closest to a "Natural 22" wins.
5. If a player and the Player/Dealer have the same total and it is less than a "Natural 22", the hand is a push or tie, and no action is taken on the wager.
6. If a player's and the Player/Dealer's totals are more than a "Natural 22", the following will apply:
 - A) If the Player/Dealer is closer to a "Natural 22", the Player/Dealer wins the hand.
 - B) If the player is closer to a "Natural 22", the result is a push or tie and no action is taken on the wager.
8. The Player/Dealer wins all ties or pushes over a "Natural 22".
9. If a player has more than a "Natural 22" and the Player/Dealer has less than a "Natural 22", the Player/Dealer wins. The player would win if they had less than a "Natural 22" and the Player/Dealer had more than a "Natural 22".
10. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will draw the next card and the action button will be placed. Winning and losing wagers will be determined and pay-offs made.
11. No player may double-down, surrender, or split when the Player/Dealer is dealt a Joker as their first up card.

12. If the Player/Dealer's first up card is not a Joker, the casino dealer will draw as many card as needed (after all player's have made their hands) up to the a Hard 17 or higher.
13. Players with a non-Joker hand have the option to draw additional cards to make their best hand.
14. A Joker with any card is a hard 21 and a player cannot draw an additional card.
15. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
16. All collection fees are collected by the casino dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
17. Backline betting is allowed; subject to local ordinance or code.
18. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

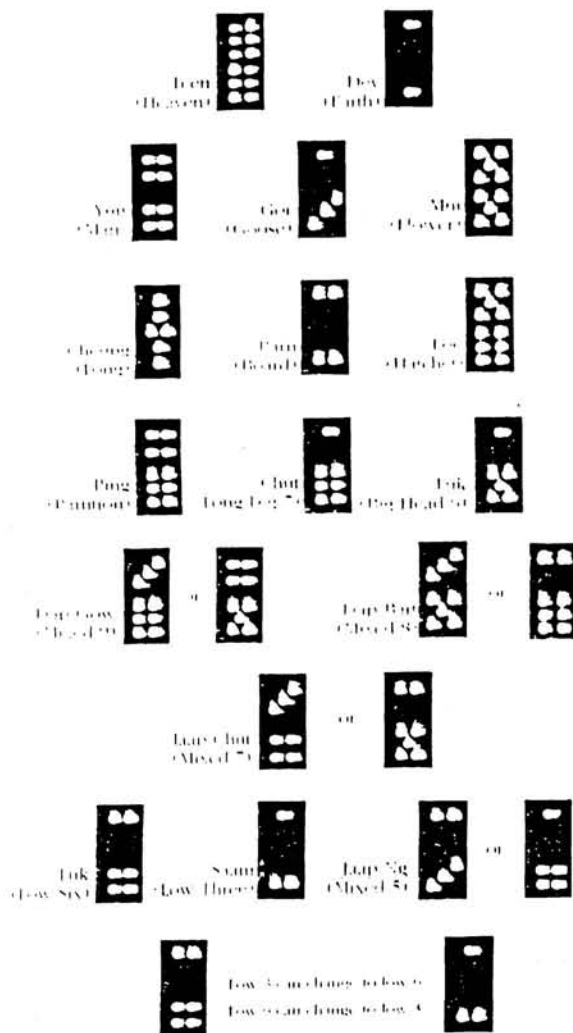
METHOD OF PLAY

- * Players make a bet.
- * The Dealer mixes or shuffles the tiles face down, and places them in eight stacks of four each.
- * To insure the random distribution of the stacks of tiles, three dice are shaken. The total shown on the dice indicates to which seat the first stack of tiles is distributed.
- * Time collection is taken before play begins.
- * Each Player arranges his tiles to make the two highest combination of rankings. Assistance is available from the Dealer or Floor Supervisor in setting the tiles according to pre-established rankings, using centuries-old ranking charts.
- * When all players' tiles have been set, the Designated Player exposes his tiles, indicates to the Dealer how they should be set, and tells the Dealer to continue.
- * The Dealer then exposes each player's tiles, one player at a time, and compares their rankings with the Designated Player's ranking to determine the winner, as prescribed in the opening paragraphs above.

In order to win, a player must arrange his four tiles in two sets of two so that when compared to the Designated Player's two sets of two, they are both superior in ranking. If both sets are of lesser ranking, the player loses. If one set is superior and the other is not, it is a "push" and neither wins. Should the front and/or back set(s) be identical (a copy), the Designated Player wins that set(s).

The accompanying "METHOD OF PLAY" briefly outlines the process of dealing and distributing the tiles. The ranking of the tiles is listed on the last pages of this booklet.

RANKED SINGLES



ADDITIONAL PROCEDURES AND RULES

GENERAL

1. Each qualified Player has the option to be the Designated Player once, twice, or not at all.
2. No better can win or lose more than he has bet in a given hand.
3. Players place their bets before the dice cup is opened. No change in bets can occur after that point.
4. Each player is responsible for the chips he places on the table.
5. Players must bet within the table limits.
6. The Designated Player is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by Cardroom Ordinance.
7. Time collection is taken in advance for each bet. Each player must have a full minimum bet after paying collection.
8. Each table has either a fixed amount for betting, or a spread limit defining minimum and maximum amounts that may be wagered in each betting square.
9. Players must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.
10. Any amounts over the maximum table limit will receive no action.
11. "Kum-Kum" bets will be paid off and/or collected as one bet.
12. Players who bet "Kum-Kum" must *each* wager at least the table minimum.
13. Players who bet "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.
14. The Dealer is not allowed to have any INFLUENCE on the outcome of the Designated Player's hand. Selection of action stack, shaking of dice, and giving an opinion on the setting of tiles are examples of INFLUENCE. The Dealer or Floor Supervisor is allowed to set the tiles "House Way" when requested.
15. The Dealer is not allowed to pay collection for any player.
16. Players must put the entire wager in the betting square before the dice cup is opened by the Dealer. Only chips placed in the betting square play. Stating "money covers" (or other call bets) is NOT acceptable.

17. No side bets or proposition bets are allowed.
18. Any player wagering on a betting square on the previous hand has the option of being the Designated Player on the next hand (in turn). If there was no wager on the previous hand, no one may be the Designated Player on that betting position.
19. The Designated Player chooses the style of tile distribution. The Dealer arranges the eight stacks of four tiles according to the style of distribution decided by the Designated Player.

DICE SHAKE AND DEALING THE TILES

After all bets have been made, the Designated Player shakes the dice cup. The Dealer exposes the dice and distributes the tiles according to the dice total.

20. The Designated Player may allow anyone to shake the dice, except a employee on duty.

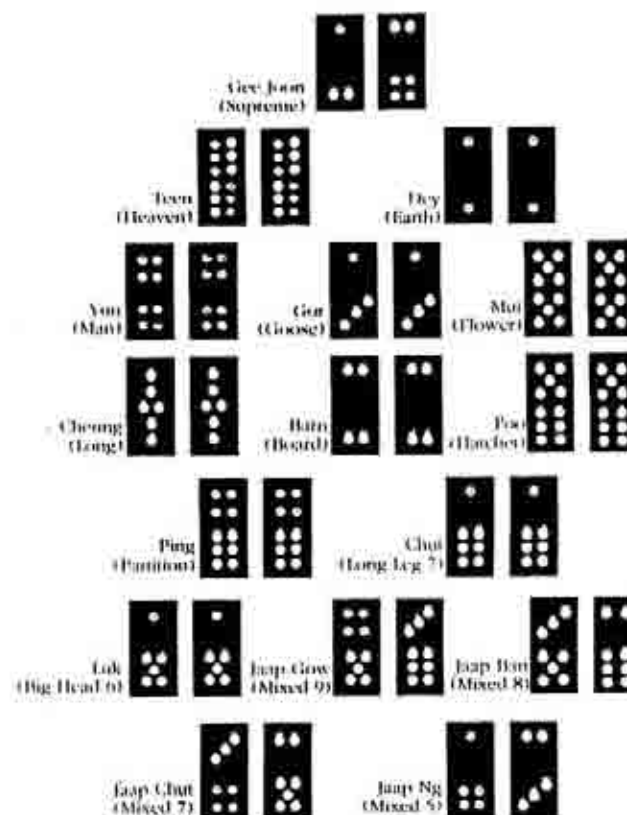
Beginning with the Designated Player as number 1, and continuing counter clockwise, the Dealer counts around the table up to the total of the dice. The player in the position corresponding to the total of the dice receives the first stack of tiles, and his is the first bet to subsequently be resolved. The player to his right receives the second stack, and his is the second bet to be resolved, and so on around the table.

To determine which seat receives the first set of tiles, the Designated Player indicates which set of four tiles will be distributed first and the Dealer then indicates which is the "ACTION" stack.

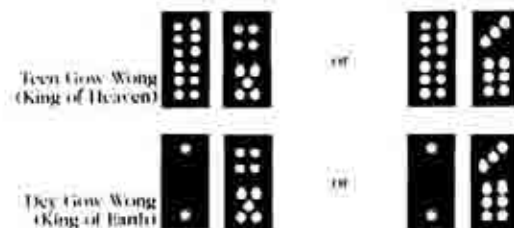
The Designated Player then shakes a dice cup containing three dice, the sum of which indicates the seat to receive the "ACTION" set of tiles. Distribution continues in a counter clockwise direction.

21. Any tiles dealt to a seat without a bet are subsequently retrieved by the Dealer. The unplayed tiles should not be exposed at this time.

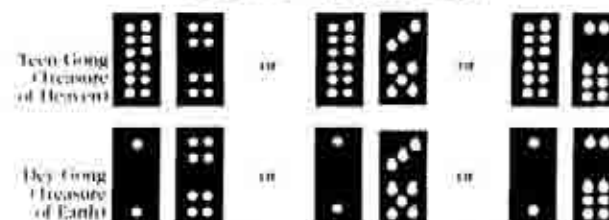
RANKED PAIRS BO (Precious)



WONG (King)



GONG (Treasure)



3. After deciding on his strategy, each player must place his tiles in front of his bet. The tiles must be arranged in two sets of two, or in a stack of four if the player wants the Dealer to ultimately set the tiles "House Way".
32. Players are forbidden to show or discuss their hand with any player involved in another active hand.

CONSULTING THE HOUSE DEALER:

33. Should the player want the Dealer to set the tiles House Way, the player stacks his tiles in a stack of four. The Dealer will set them House Way after the Designated Player's hand has been set, and in normal rotation.
34. The Designated Player may also request assistance from the Dealer in the arrangement of his tiles. (See "Opening the Hands")
35. Any attempts to switch, pass, hold out tiles, or any other illegal actions will cause a hand to be fouled and the forfeiture of that wager to the extent that money covers. Any player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.
36. Any player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.
37. A player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

OPENING THE HANDS AND SETTLING THE BETS

After all the other players have set their hands, the Dealer gives the Designated Player his tiles.

38. The Designated Player may allow one other person at the table to handle one or more of his tiles and assist in setting the hand.
39. At the request of the Designated Player, the Dealer may show

reasonable options in setting the tiles, but the final setting is the Designated Player's decision.

40. The Dealer must get the Designated Player's instruction to continue, with obvious gesture, before opening the first player's tiles.

The Dealer then opens each player's tiles in turn, compares the front hand and the back hand against the Designated Player's corresponding hands. Winners and losers are determined by criteria previously outlined.

When all tiles have been exposed, and each player's hand compared to the Designated Dealer's, payoffs start.

41. Bets are collected and paid only to the extent the Designated Player's wager is in action.

Example: The Designated Player has wagered \$200. The first player bet \$60 and lost. The player's bet (\$60) and \$60 from the Designated Player's \$200 wager are returned to the Designated Player. That money is now "out of action". The Designated Player now has \$140 left. The next player bet \$40 and won. His bet (\$40) and \$40 from the DP's remaining bet is returned to the winning player. There has been \$100 of the Designated Player's bet removed from action, leaving \$100 for continued action. The process continues until the Designated Player's bet has been exhausted, or all bets have been settled. Any money bet by the Designated Player which has not received action is returned.

WINNING HANDS

The highest hands are ranked in sequence according to the Pai Gow Combination Rankings shown in the accompanying examples.

42. If neither the player nor the Designated Player has a pair, Wong, or Gong, the hands are compared according to their numerical values. If both hands have the same numerical value, the rank value must be used to determine the winner. (Refer to the accompanying charts.)

43. If both the player's hand and the Designated Player's hand has the same numerical value (except Zero) the hand with the highest ranking tile wins. Individual tiles are ranked in the enclosed "SINGLE RANKING CHART". Only the highest tile in each hand is relevant. The other tile does not count in breaking ties in numerical value.
44. If both the player's hand and the Designated Player's hand have numerical values of Zero (a copy) the Designated Player wins, regardless of which hand has the highest ranking tile.
45. If both players have hands of exactly the same rank or value and equivalent high tiles (copy), the Designated Player wins.

RANKING OF NON-PAIR HANDS

NINE'S(9'S) EIGHT'S(8'S) SEVEN'S(7'S) SIX'S(6'S)

#1. 12+7	#1. 12+6	#1. 12+5	#1. 12+4
#2. 2+7	#2. 2+6	#2. 2+5	#2. 2+4
#3. R8+11	#3. R8+10	#3. R8+9	#3. R8+W8
#4. R4+5	#4. R4+W4	#4. R4+3	#4. W10+6
#5. W10+9	#5. W10+W8	#5. W10+7	#5. W6+R10
#6. W6+3	#6. 11+7	#6. W6+11	#6. 11+5
#7. W4+5	#7. R10+W8	#7. W4+3	#7. R10+R6
#8. 11+W8	#8. 3+5	#8. 11+R6	#8. Big 7+9
#9. R10+9	#9. R10+7	#9. 9+Sm.6	#9. Sm.9+7
#10. R6+3	#10. 9+W8		

FIVE'S(5'S) FOUR'S(4'S) THREE'S(3'S) TWO'S(2'S)

#1. R8+7	#1. 12+2	#1. 12+11	#1. 12+10
#2. R4+11	#2. R8+6	#2. 2+11	#2. 2+10
#3. W10+5	#3. R4+10	#3. R8+5	#3. R8+4
#4. W6+9	#4. W10+W4	#4. R4+9	#4. R4+W8
#5. R10+Sm.5	#5. W6+W8	#5. W6+7	#5. W6+R6
#6. Big 7+W8	#6. W4+R10	#6. W4+9	#6. W4+W8
#7. R6+9	#7. Big 7+Sm.7	#7. Big 7+R6	#7. Big 7+5
#8. 9+5	#8. R6+W8	#8. Big 6+7	#8. Sm.7+5
#9. W8+Sm.7	#9. Sm.7+Low.6	#9. Sm.8+Sm.1	
	#10. Sm.8+6 (J)	#10. Sm.7+6 (J)	

ONE'S(1'S)

- #1. R4+7
#2. W10+11
#3. W6+5
#4. W4+7
#5. 11+R10
#6. R6+5

ZERO'S(0'S)

All Zeros are equal (copies)

Starting with the stack on his right and progressing to his left, the Dealer then deals" out each stack. The first stack is dealt to the Action Button, and continues counter clockwise until all stacks are distributed.

EXPOSED TILES

(A) While tiles are being stacked:

22. If the Dealer exposes a "2", a "12", a "LOW 3" or a LOW 6" he must reshuffle.
23. If the Dealer exposes two or more tiles, all tiles must be reshuffled.

(B) When the dealer is distributing tiles:

*To a player

24. If one tile is exposed, the player must accept as playable.
25. If two or more tiles are exposed, the player's hand is dead and his bet is returned.

*To the Designated Player

26. If one tile is exposed, the Designated Player must accept it.
27. If two or more tiles are exposed, play is dead, all tiles are reshuffled and restacked.

SETTING THE TILES FOR PLAY

28. After the deal, all tiles must remain plainly visible on or above the table.
29. The controlling player is the one with the most chips bet on that position. That player controls the setting of the tiles. It is also his decision whether to show the tiles to other bettors on that position.
30. It is each player's responsibility to arrange his tiles correctly. Hands are played as set.

TEXAS HOLD-EM

Texas Hold-Em is played using a standard 52-card deck. The object is to make the best high hand among competing players using the traditional ranking of poker hands.

Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent rounds the action is begun by the first active player from the button.

Each player is dealt two down cards, one at a time, in rotation, in turn.

A round of betting ensues for players who wish to contend and contend for the pot.

Three cards are turned face-up in the middle of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

All active players expose their hand. Using the best of their personal two cards and the five communal cards, the active player with the best five-carded high hand is awarded the pot.

Players may use two, one or none (playing the board) of their personal cards to form their hand.

A new player entering a Hold-Em game may either choose to wait for his/her big blind or post his/her big blind. If he/she posts the largest blind, it does act as his/her opening bet and may either call or make the prescribed raise in turn.

If the blinds pass a player's position while away from the table, the player may resume play by posting total amount of blind. The small blind goes to the center of the pot, while the big blind is live. The player may also just wait for his/her big blind.

If a player is dealt more or less cards than the game

he/she is playing in calls for, and it is discovered before two players act on their hands, it is a misdeal. If it is discovered after two players have acted, all monies, antes and blinds are forfeited by that player.

If the flop has the incorrect number of cards (too many), it is taken back and re-shuffled except the burn card will remain burned. No new burn card will be used.

If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled. The burn card will remain and no additional one will be used for this flop.

If a dealer turns up the fourth card on the board before the round of betting is completed, the card will not play. Betting for that round is completed, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The dealer will then deal the fifth card.

If the fifth card is turned up before betting is complete, it shall be reshuffled as in the previous rule.

OMAHA HI-LO SPLIT POKER

Omaha Hi - Lo Split Poker is played the same as Omaha Poker with some variation. Omaha Hi Lo Split Poker uses a standard 52- card deck, generally without the Joker. As in Omaha Poker, player must use two of their four personal cards along with three of the common five to form a traditional poker hand high and/or low. They may use a different set of two cards to form each hand. At the showdown time the best high hand and the best low hand will split the pot. If the game is played with a qualifier for low and there should be no low, the entire pot is awarded to the best exposed high hand. A player may make the best hi and best low to win the entire pot.

All general poker rules and Hold Em rules apply to Omaha games.

Blinds are posted as in many other forms of poker.

Players are dealt four cards, face-down, one at a time, in rotation, in turn.

A round of betting ensues for players who wish to continue and contend for the pot.

Three cards are turned face-up in the middle of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

TAHOE PINEAPPLE HI-LO SPLIT

Tahoe Pineapple is a form of Texas Holdem, except the Players are dealt three cards (hole cards) as their initial starting hands. A round of betting occurs. There are three other betting rounds, the flop, the turn, and the river. The five board cards are community cards and belong to all active players.

A player may use one on two cards but not all three hold cards at one time. To make a high on low hand.

The hold cards and the board cards are interchangeable for high and low. To win the low half, the player must have an eight or better to qualify, or the high hand wins the entire pot.

The ranking of hands is the same as in High or Low Draw Poker, except there is no Joker.

All general house and holdem rules apply to Tahoe Pineapple.

LOWBALL RULES

1. Before the draw, the first player to act is the player to the left of the blind; after the draw, it is the player to the left of the dealer.
2. Initial buy-in must be for a specified amount of chips designated by the house. Thereafter, only one buy of a lesser amount (short-buy) is allowed.
3. Five cards constitute a playing hand; more or less than five cards after the draw is a foul hand. Before the draw, more than five cards is a foul hand.
4. A knock in turn usually constitutes a "pass", but a knock on the table may also mean the declaration of a pat hand. A player indicating a pat hand, not knowing the pot has been raised, may still play his hand despite action taking place behind him.
5. The "limit" of a game indicates the amount of each bet. There is no restriction on the number of bets or raises, except as imposed by table stakes rules.
6. If a "seven" or better is passed and is the best hand you lose pot. In low ball, checking and raising is allowed but you must bet a seven or better.
7. If a player describes his hand as being better than it is, and in so doing CAUSES other player(s) to discard, he forfeits any rights to the pot. The best remaining intact hand wins.
8. Before the draw, an exposed card of five (5) and under must be taken; After the draw, exposed cards cannot be taken. Player must accept a substitute card for an exposed card in order to act in turn. (DEALER MUST TAKE ALL EXPOSED CARDS AT ALL TIMES)
9. Before dealing the draw, the top card from the stub of the deck must be discarded (burned). A player can draw up to five cards. The dealer may not pick up the stub or "burn" a card before discarding. Players must discard before receiving cards on the draw.

10. If a bet has been made and called or check-and-check after the draw, any player may see any of the hands in play at the showdown.

11. Newly seated players must straddle blind or wait for the blind in order to receive a hand.

12. A player who leaves a game one full round must come back on the blind or straddle the pot. A player changing seats in a game must wait out the number of hands required to put him in the same relative position to the blind as the seat he vacated.

13. In low draw a half bet constitutes a raise.

14. A player (except the dealer) may draw no more than five cards; the dealer may draw no more than four.

15. Discards must be placed in the center of the table and remain there until play is over for the hand in progress.

16. Cards must be cut before each deal by the player to the right of the dealer. A one-handed straight cut of eight or more cards is a "legal" cut. Cards may not be cut after initial deal except on floorman's request.

17. Cards face-up in the deck (boxed cards) are dead and are dealt into the discards. A group of five cards exposed in the deck is a misdeal.

18. Until the first action after the draw is taken, the dealer must correctly state the number of cards drawn by the other players. The dealer must correctly state at any time the number of cards he has drawn.

19. At dealers or floormans discretion, if two or more players act behind another player due to his silence, the player's hand is dead and may not be played. You must call time or hand will be forfeited if two or more act behind you.

20. If the deal is determined to be out of position and the pot has not been opened, all hands are dead and the hand is redealt. If the pot has been opened, play continues and the deal rotates from the position of the last dealer.

21. On the draw, a player may change the number of cards called for providing the next player has not acted.

22. Dealer's hand is dead if he takes the "burn" card. If the dealer deals the "burn" card to a player who places it in his hand the card plays.

23. If the dealer makes a mistake on the draw, his hand is ruled foul.

24. An exposed card must be face-up. The ability to call the card does not qualify it as an exposed card.

25. An ace is the lowest card in low draw.

26. On a showdown, ALL CARDS in a hand must be shown. Best intact hand wins.

27. Only three straddles allowed and no double straddles.

RULES FOR DOUBLE HAND POKER

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GAME DESCRIPTION
METHOD OF PLAY
RULES

DOUBLE HAND POKER is played with a standard 52 card deck with one Joker added, making 53. Each Player is dealt seven cards from which they form two hands, a two-carded and a five carded hand. Traditional Poker rankings are used to determine winners.

When Players' hands are compared to the Designated Player's hands, both hands must be of higher ranking to win. If both are of the same or of lower ranking, the Designated Player wins. If one hand is lower and one higher it is a "push" and neither win.

Play rotates clockwise. Each Player has the option: 1. to be the Designated Player for two consecutive hands; 2. for only one hand then pass that privilege; or 3. refuse the option entirely in which case it is offered to the next Player.

As in many other games, several Players may wager on the same hand, frequently called "back betting".

METHOD OF PLAY

- * Play make a bet
- * The Dealer deals seven piles of cards of seven each, in

- turn, in rotation in the middle of the table
- * The Designated Player selects which pile will be distributed to the first player (who is randomly selected in the next step). The Dealer identifies the hand by placing a "button" marked "ACTION".
 - * The Designated Player shakes a dice. The sum of the dice indicates to which seat the first pile of seven cards (identified in the previous step) will be distributed
 - * Each pile of seven cards are distributed to each seat at the table. Cards distributed to seats without a wager are collected by the Dealer
 - * Players form two hands, a two-carded and a five-carded hand
 - * When all Players hands have been "set", the Dealer exposes the Designated Player's hand, and sets it according to the Designated Player's instructions
 - * Each Player's hands are compared to the Designated Player's hands to determine the winner according to the criteria in the above paragraphs.
 - * Bets are collected and paid only to the extent the Designated Player's money is in action.

Example: The Designated Player has \$200 wagered. The first Player had \$60.00 and lost. The

Player's bet and \$60.00 from the designated Dealer's \$200.00 are returned to the DP and that money is now "out of action". The DP now has \$140.00 left in action. The next Player bet \$60.00 and won. That bet and \$60.00 from the DP's remaining bet is returned to the winning Player. There has been \$120 of the DP's bet remove from action, leaving \$60 for continued action. The Process continues until the DP's bet has been exhausted, or all bets have been settled. Any money bet by the DP which has not received action is returned.

RULES

1. The Sportsmen's Association does not participate in the actual play of the game, and has no interest in the outcome of play. No Player ever plays against, or makes a wager against the Sportmen's Association.
2. Time collection is taken in advance for each bet. You must have a full minimum bet after paying collection.
3. Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.
4. You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.
5. Any amount over the maximum table limit will receive no action.

6. The Designated Player is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit.
7. "Kum-Kum" bets will be paid off and/or collected as one bet.
8. Players who choose to bet "Kum-Kum" must each wager at least the minimum bet permitted at the table.
9. Players who bet "Kum-Kum" do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.
10. All action goes clockwise, starting with the action button.
11. All cash must be changed to chips before the action will be accepted. All bets will be paid off with chips.
12. The Player who controls the seat is the active Player for that position and the only one allowed to handle the cards. The active Player also has the final say on how the hand is set.
13. No Player is allowed to pick-up any hand out of sequence. The Dealer will be instructed to push the hand to the Player and then to replace the hand in its proper position.
14. Backline Players may participate in the play of the hand. If the active Player and Backline Player(s) disagree over the play of the hand, the seated Player makes the final decision.
15. Anyone making a backline wager must notify the seated Player that he has done so. In the absence of a notification, the seated Player could have claim to all the money

wagered.

16. In the Designated Player position, the largest wager in action makes the final decision on any disagreement on the play of the hand.
17. The Designated Player may allow any person to shake the dice, except a Sportsmen's Association employee on duty.
18. Once the Dealer has announced "no more bets" and opened the dice cup, no one may change his wager. PENALTY. Possible forfeiture of wager to the extent money covers, exclusion from premises, and subject to prosecution.
19. The Dealer is not allowed to have any INFLUENCE on the outcome of the Designated Player's hand (cutting cards, selection of action pile, shaking of dice, and giving an opinion on the setting of the Designated Player's hand are all examples of INFLUENCE).
20. The Dealer is not allowed to pay collection for any Player.
21. The Designated Player's hand will not be opened until all hands have been set. "House way" hands will be set before the Designated Player's hand is opened.
22. all Players must put the entire wager in the spot before the dice are exposed by the Dealer. Only money in the squares plays. Stating "money covers" or other call bet is NOT acceptable.
23. If the Designated Player's hand is accidentally exposed before all hands are set, the unset hands will set "house way".
24. Any active Player is entitled to ask the Dealer the amount of the

Designated Player's wager, to the extent that it affects the play of his hand.

25. No side bets or proposition bets are allowed.
26. Any Player wagering on a spot the previous hand has the option of being the Designated Player there on the next hand (in turn). If there was no wager on the previous hand, no one may be the Designated Player on that spot.
27. A Player may not surrender his hand.
28. Any attempts to switch, pass, hold out cards, or any other illegal actions will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any Player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.
29. Any Player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.
30. A Player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
31. All Players are forbidden to show or discuss their hands with any Player involved in another active hand.
32. A Player may see one hand only, regardless of the number of hands on which he has wagered.
33. The Joker may be used as an Ace or

to complete a straight or as the highest unmatched card in a flush.

34. A misdeal will be declared if (a) a Joker or Ace is boxed or exposed, or (b) if two or more cards are boxed or exposed.
35. All FOUL hands are considered losing hands.
36. A Player has a FOUL hand if:
 - (a) The two-card front hand is stronger than the five-card back hand, or
 - (b) The Player does not have exactly two cards in the front hand, or
 - (c) The Player does not have exactly five cards in the back hand, or
 - (d) The Player does not protect his hand and it comes in contact with other cards.
 - (e) The FRONT hand is defined as the one containing five cards, regardless of where the hands are eventually positioned.
37. A boxed or exposed card on the deal will be replaced after the deal is finished by the first of the remaining four cards.
38. Players are responsible for the final setting of their hands. When a Player requests assistance on the setting of a hand by the house dealer the hand will be set "house way".
39. Any "house way" hand improperly set by the Dealer will be reset by management, if it can be retrieved intact.
40. The Dealer cannot allow the Designated Player to set his hand

foul, it will be reset the "house way" by management and play will continue.

41. After the Dealer has dealt out the seven piles of cards, the stub of the deck must have four cards remaining. If the stub of the deck has more or less than four cards there will be no action and all hands will be redealt.
42. The Dealer must get the Designated Player's instruction, with obvious gesture, before opening the first Player's hand.
43. The Sportsmen's Association will not be responsible for any hand that is "ok'ed" for action by the Designated Player.
44. Once the Player's hand is exposed, the Designated Player may not reset his hand. (Defer to Rules #41 and #44.)
45. Only the Designated Player may request a change of deck between the first and second deal. Any active Player may request a deck change during the change of designated Players.
46. When two identical cards are turned up, that hand will be declared a misdeal. All previous hands will stand as played.
47. A hand that has been misread by the dealer will play at true value if it can be retrieved intact.
48. "COPY": If a Player's front hand has the same value as the Designated Players front hand, it is called a "copy". The Designated Player's front hand is then considered the winner. The same "copy" rule is applied to the back hand.
49. A Player is allowed to "hold" a

seat for up to one (1) hour. When time is up, chips will be removed and seat forfeited.